

# Nintendo ENTERTAINMENT SYSTEM

NES-SZ-USA



## CAPTAIN COMMANDO

CHALLENGE SERIES

# SESTON-Z

By CAPCOM®

CAPCOM®

## GAME PAK INSTRUCTIONS

Licensed For Play On

Nintendo®

ENTERTAINMENT  
SYSTEM™

## A Special Message From Captain Commando!

Thank you for selecting exciting and fun-filled **SECTION Z™** . . . one of our exclusive family of computer/home video games from CAPCOM's **Captain Commando™ "Challenge Series."**

**SECTION Z™**, created by CAPCOM® . . . premier world-wide arcade game designer . . . features colorful state-of-the-art high resolution graphics.

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*Captain Commando*

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Nintendo and Nintendo Entertainment System are registered trademarks of Nintendo of America Inc.

## SAFETY PRECAUTIONS

Please take time to read the important instructions in this booklet. Observing the step-by-step instructions and complying with the warnings will be your personal guarantee to greater satisfaction over a long period of time.

### SAFETY PRECAUTIONS

1. Avoid subjecting this high precision GAME PAK to extreme temperature variances. Store at room temperature.
2. Do avoid touching terminal connectors. Keep clean by inserting GAME PAK in protective storage case.
3. Never attempt to disassemble your GAME PAK.
4. Use of thinners, solvents, benzene, alcohol and other strong cleaning agents can damage the GAME PAK.
5. For best results, play the game a distance away from your television set.
6. Pause for 10-20 minutes after 2 hours or more of continuous game playing. This will extend the performance of your GAME PAK.

## NAMES OF CONTROLLER PARTS AND OPERATING INSTRUCTIONS

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**Controller \*1** — Maneuvering Controller No. 1 moves you in this one (1) player game.

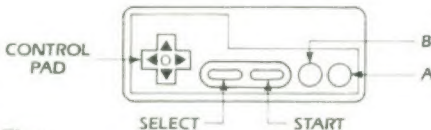
#### Control Pad

Each tip is imprinted with letter to show direction or movement:

#### Four Separate Action Tips

Pressing any of four tips moves you in that direction.

- ◀ moves left.
- ▶ moves right.
- ▲ moves up.
- ▼ moves down.



## HOW TO PLAY

### Press **START** Button:

- To begin game play.
- To pause or stop action while playing game.

### Press **SELECT** Button:

- To continue game (where you left off).
- To retry from very beginning of game.

**Note:** Follow instructions on screen. After selecting "continue" or "retry", push **START** Button to proceed.

Push **Button A** — to shoot to the right.

Push **Button B** — to shoot to the left.

Push **Button A & B** (simultaneously) — you increase your firepower by adding a missile to your arsenal. Once you have gained possession of the missile, push **Button A** to fire to the right, and push **Button B** to fire to the left.

The addition of the missile equals four (4) shots.

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## GAME DESCRIPTION

It is now the 21st Century. High frequency radio and television communications between **Planet Earth** and the space-exploring Saturn Space Station blast warnings of approaching invaders, then abruptly cease.

**You** shed your earthly identity to become the one remaining astronaut in space. **You** unite with freedom-fighter **Captain Commando** to enter the outer regions of space. Concealed in a special solar-energized, jet-propelled supersonic spacesuit, and armed with multi-directional weaponry, you depart **Earth's** surface on a death-defying mission.

You and **Captain Commando** must maneuver safely through four (4) levels of adventurous battle scenes, penetrating the defenses established by the **Space Soldiers of Balangool**. You are challenged as you fight through Sections A to **SECTION Z** — where "**L-Brain**," **Balangool's Master Control**, programs domination of the universe.

Your goal: penetrate **SECTION Z™**, destroy **L-Brain Master Control**, defeat the evil **Space Soldiers of Balangool**, and save **Planet Earth**.

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## HOW TO PLAY

**L-Brain, Master Control of Balangool**, secured in **SECTION Z** of **Fortress Balangool**, headquarters of this brutal enemy force, transmits communications throughout the universe. **Balangool Space Soldiers** receive instructions from **L-Brain** while engaged in interplanetary invasions. Their goal is to conquer the universe.

Balangool Captains are stationed at each stage, guarding giant super-powered transmitters. Strong, red barriers surround two transmitters found at Stage One. To clear these red barriers you must destroy the Enemy Generator supplying power to the barriers. Should you successfully eliminate the generator, proceed to eradicate the Balangool Captain. For only then can you proceed to another Stage.

As you progress, increase your supply of weapons and energy. Without them, you cannot reach **SECTION Z** to bring **L-Brain Master Control** to extinction, heroically saving **Planet Earth**.



## HOW TO POWER-UP



**Metal Eater**

Composed of many varying parts. Destroy Metal Eater and when you kill it, you can choose one of the next three.



**Megasmasher**

Penetrates enemies.



**Barrier Shield**

Allows you to receive 32 enemy shots without damage.



**Flash Buster**

3-way laser beam.



**Speed-up Tube**

Gives you additional speed.



**Energy Tube**

Supplies extra energy.



## HINTS ON GAME PLAY

### Special Transmission Shell:



**Megamissile**

Produces extensive damage to your enemies.



**Flash Bomb**

Damages all enemies on the screen.



**Crush Ball**

Maneuvers around the player for 6 seconds, then proceeds to crush the enemies.

## ENEMY CHARACTERS/GAME COMPONENTS



**Ripper**

Appears in some of the important sections. When Ripper is hit, it explodes and bounces, releasing an energy tube.



**Crowd Eye**

8 of them appear at the same time. They stay in the air and check invaders. They release energy tubes when you destroy them.



**Groma**

They appear in a formation and dive.

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**Kroga**

It flies rapidly and attacks you.

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**Spratter**

It appears slowly and spreads bullets.

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**Gush**

It sticks on the wall or ceiling and releases deadly spikes.

### ENEMY CHARACTERS/GAME COMPONENTS



Mansa



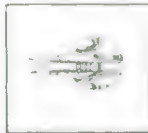
Leeva



Kikka



Leago



Spiral Gun



Vito

## ENEMY CHARACTERS/GAME COMPONENTS



**Missiledrone**



**Crab**



**Floating Batari**



**Mesa**



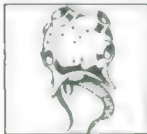
**Clone Soldier**

## ENEMY CHARACTERS/GAME COMPONENTS

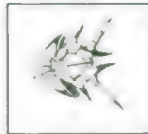
### Boss Enemies:



Balaba



Galga



Zamuza

## COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy, and it may interfere and may be interfered with by other radio communications. It has been tested and found to comply with the limits for a Class B computing device as set forth in the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential environment. However, there is no guarantee that interference will not occur in a particular home. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment "off" and "on," the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna.
- Reconnect the equipment to a different power outlet.
- Move the equipment away from the receiver.
- Plug the equipment into a different circuit, that is, a circuit on a different service or different range.

If necessary, the user should consult the dealer or an experienced radio or television technician for additional suggestions. This does not include alterations made by the retailer. Computing Device Communications Act.

Model Number(s): 7401 and 7402; Name: Radio Frequency Interference Problem.

This document is available from the U.S. Government Printing Office, Washington, D.C. 20540. Stock has and will be limited.

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## 90-DAY LIMITED WARRANTY CAPCOM GAME PAKS

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### REPAIRS AFTER EXPIRATION OF WARRANTY

### WARRANTY LIMITATIONS

PLAY & GUIDE



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StarGuide

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AtariGuide

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**GHOSTS 'N GOBLINS™**

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# Nintendo ENTERTAINMENT SYSTEM

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WORLD-WIDE  
ARCADE GAME  
DESIGNER**

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*Printed in Japan*